CUBIT Capability Proposal

Technical Area Geometry, Meshing, Infrastructure, GUI, Graphics, etc..	**Technical Lead** Cubit Developer in charge of technical area
Infrastructure	Darryl

MRD Description
Describe the capability in terms of how a user would see it.

User would no longer see unnecessary edges on surfaces.

SRS Description
What needs to be done by Cubit developers to implement this capability? Break the tasks into steps if applicable. (Steps should be on the order of 2 man-weeks or more)

1. Re-write meshing algorithms to access nodes of a face rather than edges, or move CubitFace type class to private mesh algorithm data. NOTE: Camal algorithms already satisfy this criteria
2. Replace CubitFace with a NodeQuad type class that defines the quad in terms of node only.
3. Remove CubitFace class from mdb.

Justification
Describe why this is important and what impact it will have if it is implemented. (or not implemented).

Saves space in mesh data and simplifies maintenance. Removes some extraneous construction data from volume and surface element construction.

Resources Who will work on this	**Time estimate** How much time will it take in man-weeks	**Targeted Release** 10.2 (August 06), 10.3 (March 2007), 10.4 (August 2007), Future (beyond FY07)
1. ??? 2. Ray 3. Ray	16 3 1	

Submitted By:	**Date:**
Ray	27 March, 2006